

Roman Kovalev

Software Developer
C/C++

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City: Saint Petersburg,
Russian Federation

Place of birth:
Kostanay, Kazakhstan

Citezenship: Russian
Federation

Profile

I am currently engaged in developing software for hydroacoustic systems, utilizing my skills in high-load C/C++ programming, but my true passion lies in game development. I write IT blog on programming and computer graphics, which keeps me up-to-date with the latest trends and technologies. My skills include C/C++, OpenGL, Python, VulkanAPI. My goal is to leverage this expertise in the game development industry.

Skills

C/C++, STL, OpenGL, Python, Git, VulkanAPI, Crossplatform development (Linux/Windows/macOS), Unreal Engine 4/5, Unity 5, C#, GUI (Qt, Nuklear, JavaFX, WinAPI, X11), GLSL, SDL2, Java, Web(HTML, PHP, JS, CSS), BASH, Agile, Scrum, Kanban, SQL, Data processing and analysis

Employment History

Software Engineer at Oceanpribor, Saint Petersburg, Full-time

09/2019 — Present

Development and maintenance of high-load applications in C/C++ for the analysis and processing of data obtained from hydroacoustic systems. Primary responsibilities include software development for comprehensive evaluation of system characteristics and parameters. The tasks require a deep understanding of high-load system architecture, optimization of signal processing algorithms, and integration of various data sources.

Links

Personal IT blog:
rekovalev.site

Personal gitea repository:
git.rekovalev.site

LinkedIn:
linkedin.com/in/re-kovalev/

Languages

Russian - Native speaker

English - B2

Teacher at Baltic State Technical University "VOENMEH" named after D.F. Ustinov, Saint Petersburg, Part-time

09/2020 — 08/2021

Taught university-level courses in C language, Object-Oriented Programming with C++ and OpenGL. Developed and delivered comprehensive hands-on labs, focusing on foundational programming concepts, advanced object-oriented principles, and graphics programming. Guided students through complex coding exercises, ensuring a deep understanding of programming paradigms and practical application in real-world scenarios.

Teacher at Secondary school No. 241 of the Admiralteisky District, Saint Petersburg, Part- time

09/2018 — 07/2019

Taught mathematical logic and combinatorics at a school, designing and delivering lessons for high school students. Covered key aspects of math logic along with combinatorial problem-solving methods.

Java frontend developer at Fishresp.org, Helsinki, Uusimaa, Finland, Part-time

03/2018 — 11/2018

Taught mathematical logic and combinatorics at a school, designing and delivering lessons for high school students. Covered key aspects of math logic along with combinatorial problem-solving methods.

Courses

"Python Generation":
advanced course at Stepik,
08/2022

Python object-oriented
programming for
hydroacoustic systems at
Peter the Great St.
Petersburg Polytechnic
University, 12/2021

Hobbies

I enjoy playing computer
games and have hobbies
like snowboarding, cycling,
and auto mechanics. I love
exploring how programming
libraries and algorithms
work. I'm also learning to
play the guitar and synth.

Education

**Bachelor's degree, Computer Software Engineering,
Baltic State Technical University "VOENMEH" named after D.F. Ustinov,
Saint Petersburg**

09/2014 — 06/2018

For my bachelor's thesis, I developed an aviation simulator using OpenGL for visualization. The project involved simulating the cockpit, instrument panel, and external environment, requiring skills in Blender for creating 3D models. The work also included programming flight physics and handling user input.

**Master's degree, Computer Software Engineering,
Baltic State Technical University "VOENMEH" named after D.F. Ustinov,
Saint Petersburg**

09/2018 — 07/2020

For my master's thesis, I conducted research in the field of software licensing protection, proposing a method that utilizes hardware devices and encryption algorithms to enhance the security and reliability of software licensing.